EAST Search History

EAST Search History (Prior Art)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L2	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L3	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L4	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L5	106	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L6	206	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L7	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L8	44	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L9	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L10	9	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L11	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L12	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L13	3635	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L14	30	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L15	50	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L16	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L17	214	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L18	139	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L19	133	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L20	44	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L21	4	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L22	212	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L23	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L24	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L25	4	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L26	529	(715/866).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L27	434	L26 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L28	79	L27 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L29	761	(715/765).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L30	455	L29 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L31	87	L30 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L32	80	L31 NOT L28	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L33	551	(715/864).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L34	368	L33 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L35	365	L34 NOT (L31 L28)	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L36	77	L35 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L37	1274	(463/29).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59

L38	835	L37 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L39	10	L38 AND (automatic$5 change modif$8) near (theme user adj interface UI)	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L40	1	L38 AND (automatic$5 change modif$8) near (skin)	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L41	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L42	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 13:59
L43	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L44	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L45	106	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L46	206	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L47	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L48	44	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L49	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L50	9	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L51	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L52	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L53	3635	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L54	30	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L55	50	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L56	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L57	214	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L58	139	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L59	133	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L60	44	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L61	4	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L62	212	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L63	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L64	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L65	4	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L71	11	(share brag) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L72	42	brag adj card AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L73	22	(share brag) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L74	11	(wallpaper wall adj paper) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L75	0	(electronic adj trophy) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L76	0	(electronic adj trophy) same (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L77	1	(electronic adj trophy) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L78	1	(trophy) same (game near (level achievement scor$4) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L79	0	(trophy) same (videogame near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L80	6	(videogame near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L81	93856	(halo) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L82	507	(halo with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L83	12	(halo with (level achievement)) same shar$3 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L84	345	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L85	5	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND ((wallpaper theme skin) with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L86	223	((game videogame) with (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L87	22	((game videogame) near2 (level achievement)) AND ((share shared sharing brag bragged bragging) near3 (level achievment)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L88	0	halo near2 screensaver	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L89	125	game near2 screensaver	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L90	15	game near2 screensaver AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L91	0	achievement near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L92	18	level near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L93	11	avatar near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L94	0	achievement near6 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L95	0	achievement with (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L96	3	achievement same (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L97	13	achievement same (certificate AND image) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L98	8	(game near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59

L99	0	(videogame near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L100	47	((game character avatar) near (level achievement appearance outfit)) same (wallpaper certificate) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L101	12	((character) near (level achievement appearance outfit)) and (wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 13:59
L102	206	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L103	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L104	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L105	3635	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L106	214	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L107	133	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L108	212	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L109	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L110	529	(715/866).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L111	434	L26 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L112	761	(715/765).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L113	455	L29 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L114	87	L30 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L115	551	(715/864).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L116	368	L33 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L117	365	L34 NOT (L31 L28)	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L118	1274	(463/29).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05

L119	835	L37 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L120	206	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L121	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L122	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L123	3635	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L124	214	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L125	133	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L126	212	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L127	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L132	0	(electronic adj trophy) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L133	0	(electronic adj trophy) same (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L134	0	(trophy) same (videogame near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L135	93856	(halo) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L136	507	(halo with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L137	345	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L138	223	((game videogame) with (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L139	0	halo near2 screensaver	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L140	125	game near2 screensaver	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L141	0	achievement near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L142	0	achievement near6 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L143	0	achievement with (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L144	0	(videogame near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L145	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L146	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L147	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L148	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L149	106	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L150	44	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L151	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L152	9	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L153	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L154	30	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L155	50	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L156	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L157	139	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L158	44	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L159	4	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L160	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L161	4	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L162	79	L27 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L163	80	L31 NOT L28	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L164	77	L35 and game	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L165	10	L38 AND (automatic$5 change modif$8) near (theme user adj interface UI)	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L166	1	L38 AND (automatic$5 change modif$8) near (skin)	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L167	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L168	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2010/05/21 14:05
L169	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L170	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L171	106	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L172	44	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L173	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L174	9	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L175	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L176	30	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L177	50	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L178	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L179	139	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L180	44	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L181	4	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L182	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05

L183	4	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L185	11	(share brag) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L186	42	brag adj card AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L187	22	(share brag) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L188	11	(wallpaper wall adj paper) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L189	1	(electronic adj trophy) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L190	1	(trophy) same (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L191	6	(videogame near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05

L192	12	(halo with (level achievement)) same shar$3 AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L193	5	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND ((wallpaper theme skin) with (level achievement)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L194	22	((game videogame) near2 (level achievement)) AND ((share shared sharing brag bragged bragging) near3 (level achievment)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L195	15	game near2 screensaver AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L196	18	level near2 (screensaver ringtone wallpaper) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L197	11	avatar near2 (screensaver ringtone wallpaper) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05
L198	3	achievement same (screensaver ringtone wallpaper) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR		ON	2010/05/21 14:05

L199	13	achievement same (certificate AND image) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L200	8	(game near scene) AND wallpaper AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L201	47	((game character avatar) near (level achievement appearance outfit)) same (wallpaper certificate) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
L202	12	((character) near (level achievement appearance outfit)) and (wallpaper) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2010/05/21 14:05
S1	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/09/17 12:58
S2	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2008/12/03 17:00
S5	21	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2008/12/03 17:12
S6	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:34
S7	95	(automatic$4 change) near theme AND game AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42
S8	188	(automatic$4 change) near theme AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:42

S9	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S10	40	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:45
S11	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:49
S12	7	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:51
S13	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:56
S14	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:57
S15	3290	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:58
S16	27	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/04 17:59

S19	47	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:29
S20	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:39
S21	201	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:55
S22	132	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 12:56
S23	125	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S24	41	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 13:51
S25	3	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 14:01

S26	184	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:25
S27	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:27
S28	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29
S29	3	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2008/12/05 16:29
S30	497	(715/866).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 14:36
S31	420	S30 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 14:37
S32	77	S31 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 14:37
S33	647	(715/765).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 14:56
S34	433	S33 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56
S35	83	S34 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56
S36	76	S35 NOT S32	US-PGPUB; USPAT	OR	ON	2009/09/29 14:56

S37	493	(715/864).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 15:10
S38	340	S37 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S39	338	S38 NOT (S35 S32)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S40	67	S39 and game	US-PGPUB; USPAT	OR	ON	2009/09/29 15:10
S41	1129	(463/29).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 15:25
S42	797	S41 AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 15:25
S43	10	S42 AND (automatic$5 change modif$8) near (theme user adj interface UI)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:26
S44	1	S42 AND (automatic$5 change modif$8) near (skin)	US-PGPUB; USPAT	OR	ON	2009/09/29 15:43
S45	1	("20080030455").PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 16:02
S46	4	(("20020132610") or ("6091411") or ("20020142792") or ("20020149629")).PN.	US-PGPUB; USPAT; USOCR	OR	OFF	2009/09/29 16:02
S47	22	(FOXENLAND AND ERAL).IN.	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S48	8	game adj level same theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20050204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S49	101	(automatic$4 change) near theme AND game AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S50	195	(automatic$4 change) near theme AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S51	0	(automatic$4 change) near theme AND game adj level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S52	40	(automatic$4 change) near theme AND game WITH level AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S53	1	(automatic$4 change) near theme with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S54	7	(automatic$4 change) near theme and (game near (achiev $6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S55	0	(modif$8) near theme and (game near (achiev$6 level)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S56	1	(automatic$5 change modif$8) near (theme user adj interface UI) with achievement AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S57	3489	(automatic$5 change modif$8) near (theme user adj interface UI) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S58	30	(automatic$5 change modif$8) near (theme user adj interface UI) AND (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S59	47	(automatic$5 change modif$8) near (background) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S60	18	(automatic$5 change modif$8) near (ring tone) AND (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S61	211	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) same (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S62	137	(automatic$5 change modif$8) near (ring tone background theme UI user adj interface ringtone) with (game) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S63	126	(background theme screen adj saver screensaver ring adj tone ringtone) same (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S64	42	(background theme screen adj saver screensaver ring adj tone ringtone) with (game near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S65	3	(wallpaper) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02

S66	200	game near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S67	3	game with (chang$3 modif$8 switch$3) near2 theme AND (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S68	0	game AND (chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S69	4	(chang$3 modif$8 switch$3) near2 theme with (cell cellular portable) near (phone telephone) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/09/29 16:02
S75	11	(share brag) with (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:02
S76	38	brag adj card AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:04
S77	21	(share brag) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:10

S78	10	(wallpaper wall adj paper) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:19
S79	0	(electronic adj trophy) same (game near (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:23
S80	0	(electronic adj trophy) same (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:23
S81	1	(electronic adj trophy) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:24
S82	1	(trophy) same (game near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:25
S83	0	(trophy) same (videogame near (level achievement scor $4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:26
S84	6	(videogame near (level achievement scor$4)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:26
S85	92440	(halo) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:29
S86	501	(halo with (level achievement)) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:29

S87	12	(halo with (level achievement)) same shar$3 AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:30
S88	333	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:35
S89	4	((game videogame) same (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND ((wallpaper theme skin) with (level achievement)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:36
S90	218	((game videogame) with (level achievement)) AND ((share shared sharing brag bragged bragging) with (level achievment)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:41
S91	22	((game videogame) near2 (level achievement)) AND ((share shared sharing brag bragged bragging) near3 (level achievment)) AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/07 18:42
S92	0	halo near2 screensaver	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28
S93	111	game near2 screensaver	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28
S94	15	game near2 screensaver AND ((@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:28

S95	0	achievement near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:31
S96	18	level near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:31
S97	9	avatar near2 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:33
S98	0	achievement near6 (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S99	0	achievement with (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S100	3	achievement same (screensaver ringtone wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:35
S101	13	achievement same (certificate AND image) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 17:41
S102	8	(game near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:01

S103	0	(videogame near scene) AND wallpaper AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:06
S104	43	((game character avatar) near (level achievement appearance outfit)) same (wallpaper certificate) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:09
S105	12	((character) near (level achievement appearance outfit)) and (wallpaper) AND (@pd<"20040204" OR @ad<"20040204" OR @rlad<"20040204" OR @prad<"20030204")	US-PGPUB; USPAT	OR	ON	2009/10/08 18:14

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L66	5373	(345/156).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2010/05/21 13:59
L67	1313	(463/29).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2010/05/21 13:59
L68	1828	(715/866,864,765).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2010/05/21 13:59
L69	8466	L66 L67 L68	US-PGPUB; USPAT; UPAD	OR	ON	2010/05/21 13:59
L70	156	L69 AND ((UI user adj interface GUI theme skin) and (game score achievement)).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2010/05/21 13:59
L131	8466	L66 L67 L68	US-PGPUB; USPAT; UPAD	OR	ON	2010/05/21 14:05
S70	4959	(345/156).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:45
S71	1183	(463/29).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:45

S72	1664	(715/866,864,765).CCLS.	US-PGPUB; USPAT; UPAD	OR	OFF	2009/09/29 15:46
S73	7767	S70 S71 S72	US-PGPUB; USPAT; UPAD	OR	ON	2009/09/29 15:46
S74	143	S73 AND ((UI user adj interface GUI theme skin) and (game score achievement)).clm.	US-PGPUB; USPAT; UPAD	OR	ON	2009/09/29 15:49

5/21/2010 2:14:56 PM
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